LORDS OF CONQUEST

The Manual

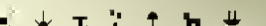
REFERENCE GUIDE

Choosing Countries

Choose country as with resources in hand 1st. Then choose opinions bordering the player you a ready have. Thus with world—built you offensive and defensive position.

Resources and Forces

The various resources and forces are represented by icons:



Development Costs

To advance 1 game
2 Gold = 1 Weapon
4 Gold = 1 City
To advance 2 games add
1 Iron + 1 Coal = 1 Weapon
Gold + Iron + Coal + Timber = City
To advance 3 games add
3 Timber = 1 Boat
3 Gold = 1 Boat

Forces Points

1 point for the home territory built
1 point for each adjacent territory
1 point for a horse in the home territory
1 point for each horse in adjacent territories
2 points for all city in the home territory
2 points for each city in adjacent territories
(all cities include resource production in their home and adjacent territories)
3 points for a weapon in the home territory
3 points for each weapon in adjacent territories
2 points for each boat in the home territory
(Note: There is an annual count. An offensive count includes the forces of all the attacking player's territories bordering the defending territory.)

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